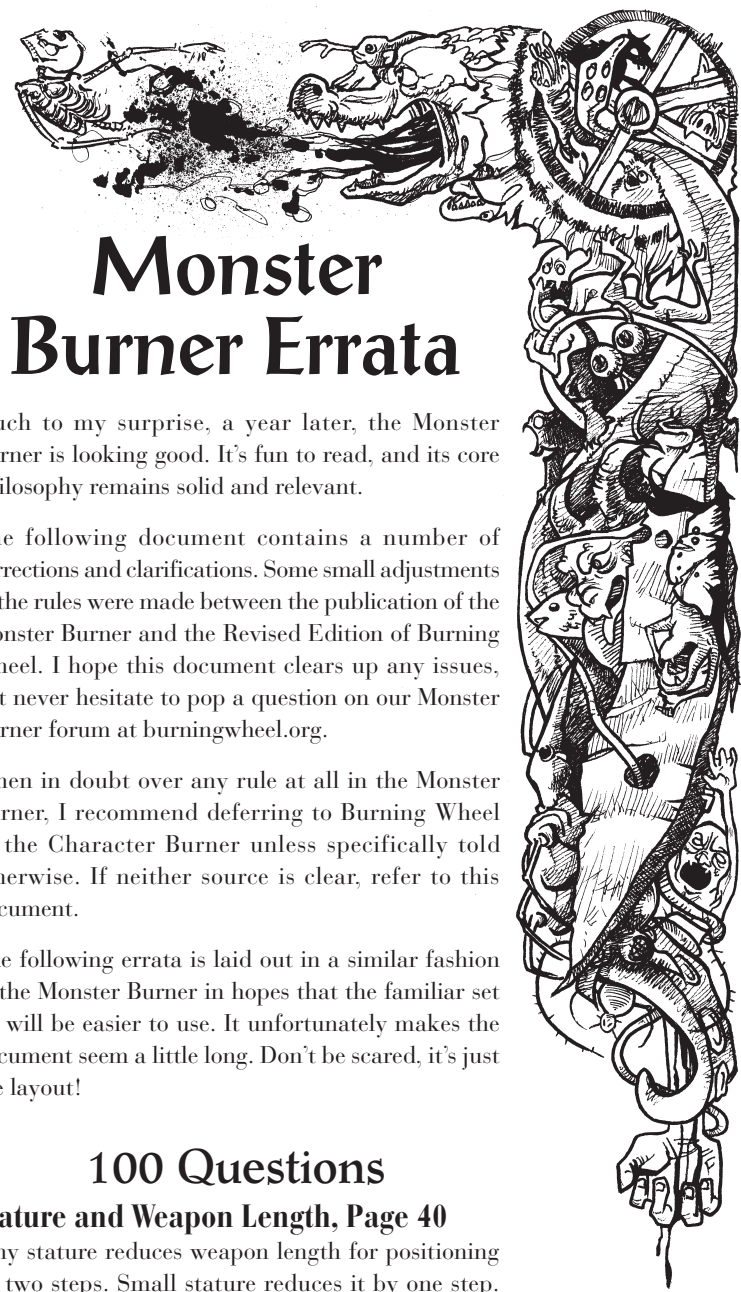




Monster Burner Errata

Much to my surprise, a year later, the Monster Burner is looking good. It's fun to read, and its core philosophy remains solid and relevant.

The following document contains a number of corrections and clarifications. Some small adjustments to the rules were made between the publication of the Monster Burner and the Revised Edition of Burning Wheel. I hope this document clears up any issues, but never hesitate to pop a question on our Monster Burner forum at burningwheel.org.

When in doubt over any rule at all in the Monster Burner, I recommend deferring to Burning Wheel or the Character Burner unless specifically told otherwise. If neither source is clear, refer to this document.

The following errata is laid out in a similar fashion to the Monster Burner in hopes that the familiar set up will be easier to use. It unfortunately makes the document seem a little long. Don't be scared, it's just the layout!

100 Questions

Stature and Weapon Length, Page 40

Tiny stature reduces weapon length for positioning by two steps. Small stature reduces it by one step. Massive stature, as described on page 281 of the Character Burner, increases weapon length by one step. Gigantic stature increases weapon length by two steps.

Locomotion, Page 45

To determine a monster's movement multiplier, use the "S" value. Disregard the other values.

Monstrous Resources

It's worth noting that monsters may have reputations and affiliations to add to their Circles. Assign them their exponents and shades as you would in the Stat and Shade Burner.

Trait Burner

Call-On, page 71

Call-on traits may be given the More Powerful and PITA penalties described on page 74.

Lifepath Burner

Traits and Lifepath Traits, page 83-84

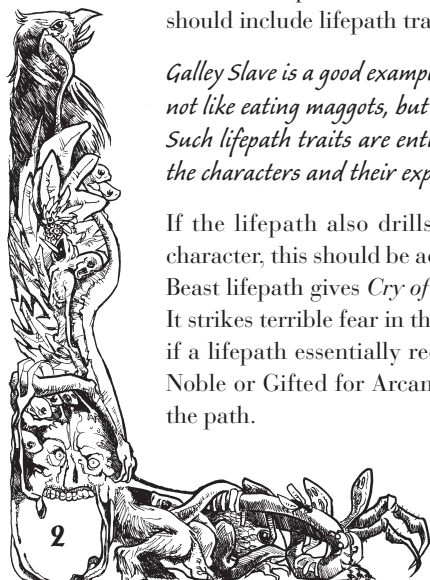
Replace the Trait section on pages 83-84 and the Lifepath Traits section on page 87 with the following combined and refigured entry:

Lifepath Traits

Most lifepaths come with a few trait points and a group of traits. When building a path, first ask yourself the following questions to determine if it should have lifepath traits at all: Does this lifepath irrevocably alter the character in some way? So much so that years later he will still be twitching from it, even though he is technically past it all? Does this lifepath teach nothing but a hard life lesson? If so this path should include lifepath traits.

Galley Slave is a good example of an affecting lifepath. The character may not like eating maggots, but he's learned to do what he must to survive. Such lifepath traits are entirely subjective, but a fantastic way to give the characters and their experiences color.

If the lifepath also drills some special, non-skill ability into the character, this should be added as a lifepath trait. The Orc Astride the Beast lifepath gives *Cry of Doom*. This is a wolf-rider's special badge. It strikes terrible fear in the enemies of the Black Legion! Alternately, if a lifepath essentially requires a trait—Mark of Privilege for Born Noble or Gifted for Arcane Devotee—the trait should be offered on the path.



The first lifepath trait listed is the required trait on this path. Don't put the really meaty traits up front. Always lead with a nice character trait, and put the heavier die traits as secondary options, not requirements.

Court Priest, for example, has Royal Favorite as his required trait. It's a character trait and required. At one point, he was the royal favorite. Ah, the good ol' days. Faithful is also offered on this path, but it comes second. Why? So the player can take this path without having to rack up a heavy die trait that might not be a part of his character concept. Character traits are much easier to play with or against than a trait like Faithful.

Placing the juicy traits second forces the player to spend at least two trait points on that path. This builds investment in the character and helps focus concepts to what is really important.

If the path itself is generally special or unique, it can grant trait points without any lifepath trait requirements. This is a rare condition.

If the path forces so many skills on the character that, for a while, they become nothing but the lifepath, it should not grant any lifepath traits. Also, if the path is overpowered in the skill department or just uncool, don't give it any lifepath traits. This de-emphasizes it and does not create an additional reward for taking what could be a problematic lifepath.

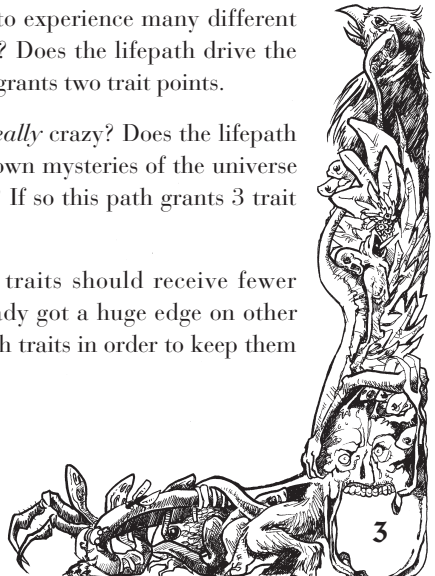
Lifepath Trait Points

Does the lifepath provide room for the character to grow and shape their lives? If so, it grants 1 trait point.

Does the lifepath allow the character to experience many different walks of life? Many different cultures? Does the lifepath drive the character a little crazy? If so, this path grants two trait points.

Does the lifepath drive the character *really* crazy? Does the lifepath open the character to previously unknown mysteries of the universe (and subsequently drive them insane)? If so this path grants 3 trait points.

Races with many powerful common traits should receive fewer trait points via lifepaths, they've already got a huge edge on other characters. Hedge back with the lifepath traits in order to keep them in check.



Resources, page 84

Working for living grants 7 rps. Poverty gets 5 rps. Meeting a lot of people/making contacts adds +8 rps. Noble or landed gentry lifepaths add 15 rps plus about 15 rps per noble rank.

Using the Lifepaths

You can pretty much ignore the Using the Lifepaths section and use the Character Burner pages 8-38 as your reference guide.

– Trait Points, 106-107

Any lifepath listed with lifepath traits and a hyphen instead of points, grants 1 trait point for the path.

The Old Way

In Burning Wheel Classic, players were required to take all of the traits on each path, but the lifepath traits were free. Trait points accrued were spent on Special Traits, not on lifepath traits. Players may use this method if they desire, but they should consult with the other players and the GM first. If you do use the old way, disregard the modifications made in this document to the Monster Burner lifepath trait point totals.

Roden Lifepaths

Born to the Fields, page 110

This path grants 3 trait points.

Born Below, page 112

This path grants 3 trait points.

Albino, page 114

Add the Gifted trait to his available choices.

Brother/Sister, page 111

Add the Faithful trait to his available choices.

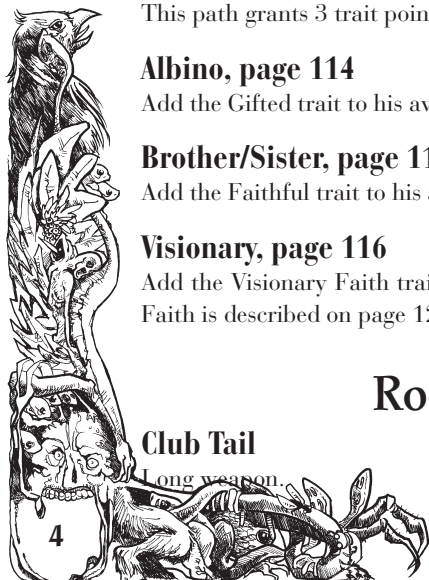
Visionary, page 116

Add the Visionary Faith trait to his list of available choices. Visionary Faith is described on page 128.

Roden Traits

Club Tail

Long weapon.



Claws

Shorter weapon.

Teeth/Incisors

Shortest Weapon.

Whip Tail

Longer weapon.

Roden Skills

Firebombs, page 124

Use the Explosive rules on page 177-179 for positioning.

Preaching, page 124

This skill may be used as a primary dueling skill in the Duel of Wits.

Miscellaneous Roden

Vow of Secrecy, page 128

+4D to the body of argument in a Duel of Wits against conversion or revelation of the cult.

Relationships for the Roden, page 130

Do not use the Hand, Society Specialist, Cultist or Bushwhacker entries. Use the standard rules for Relationships, Circles and Affiliations described on pages 24 to 28 of the Character Burner. Use what's listed in the Monster Burner as suggestions and guidelines.

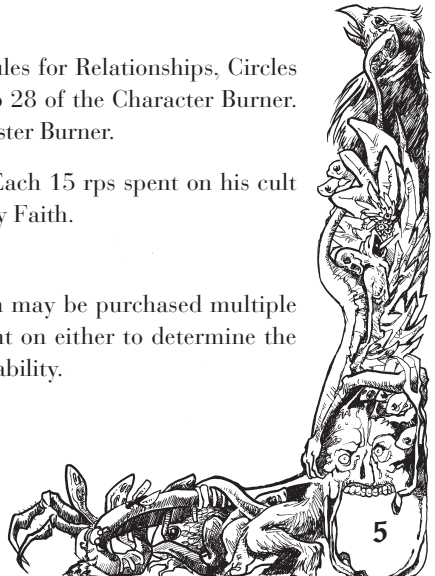
Affiliations, page 130

As mentioned above, use the standard rules for Relationships, Circles and Affiliations described on pages 24 to 28 of the Character Burner. Do not use the costs described in the Monster Burner.

The Visionary still must build his cult. Each 15 rps spent on his cult affiliation grants him +1D to his Visionary Faith.

Roden Property, page 130

Nests and Fields count as Property. Both may be purchased multiple times. Use the total resource points spent on either to determine the property cost for factoring the Resources ability.



Add to the list: Rat's Nest property. Costs 2 rps. A hideout for a single Roden. Den property. Costs 7 rps. A dwelling for small family of Roden.

Spider Lifepaths

Born Spider

All Born lifepaths for Great Spiders grant 3 lifepath trait points.

Broodling, page 139

Middling Stature is the required trait, not Vile Language.

Spider Traits

When you see the expression “Get Inside,” in the Spider Traits, it’s just short for Close to the Inside.

Eight-Legged, page 147

+1D to Close from Optimal to Inside Striking Distance. +1D to Lock.

Spider Sense, page 148

+1D to Perception for searching and spotting and detecting. Perception counts as Observation (not an open-ended test) vs Stealth. Spider Sense is factored into Reflexes.

Wall-Crawler, page 149

In addition to the +2D to Climbing, Wall-Crawler allows the spider player to FoRK Climbing into positioning tests when appropriate.

Dark Sense, page 150

Ignore all that other stuff, this counts as Touch of the Devil on page 288 of the Character Burner.

Massive Stature, page 150

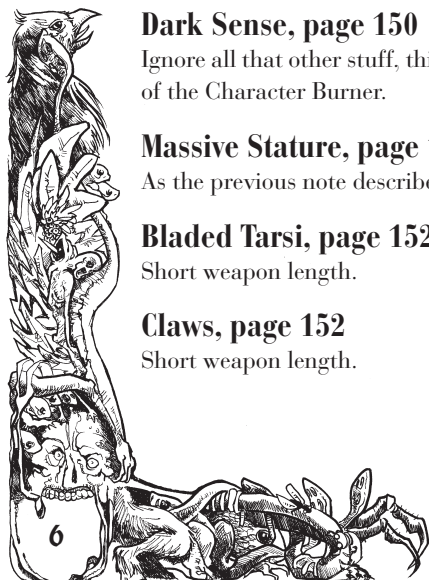
As the previous note described in this errata.

Bladed Tarsi, page 152

Short weapon length.

Claws, page 152

Short weapon length.



Leaper, page 154

Ignore what's written there. +2D to Close or Withdraw. Counts as a Charge action; if failed the character must hesitate one action.

Spine Cloud, page 156

Counts as the longest weapon in Fight! and as a throwing knife in Range and Cover with 2D optimal range dice.

Nets and Lariats in Range and Cover

A net grants 2D optimal, 1D extreme with a maximum range of 10 paces. A lariat grants 1D optimal, 1D extreme with a maximum range of 10 paces.

Spider Resources

The list of spider resources is rather unfortunate. Use the standard rules for Relationships, Circles and Affiliations described on pages 24 to 28 of the Character Burner. Use what's listed in the Monster Burner as suggestions and guidelines.

Spider Movement Charts

The movement charts on pages 182 and 183 are still correct, but they are obsolete. You don't need them to play Burning Wheel.

Trolls

Born to the Pit, page 188

This path grants 2 trait points.

Massive Stature, page 191

Don't forget about the weapon length bonus.

Crushing Jaws, page 196

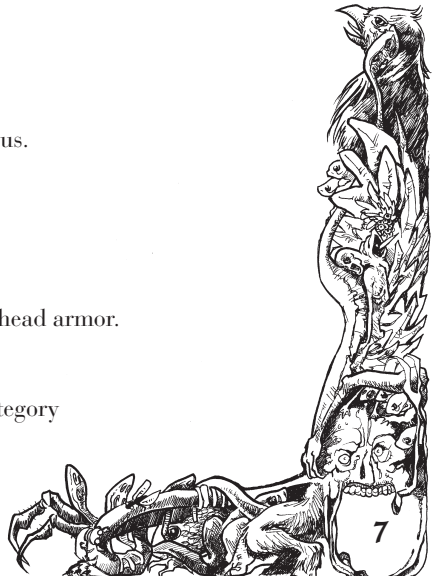
Shortest weapon length.

Ridged Brow, page 199

This trait costs 3 points and adds +1D to head armor.

Troll Lash, page 202

This weapon falls in the longest length category



Troll Mattock, page 202

This weapon is in the longer category

Property

Hole, 2 pts. Cave hole, 5 pts. Bridge, 15 pts. Cave warren, 30 pts.

Relationships

Do not use the slave and Ironshield costs. Use the standard rules for Relationships, Circles and Affiliations described on pages 24 to 28 of the Character Burner.

Great Wolf Lifepaths

When using the Great Wolf lifepaths, it's possible to earn the Submissive or Dominant trait twice. Take each trait once, the points earned on subsequent paths can be spent on additional lifepath traits or special traits.

Elder, page 208

This path grants 2 trait points.

Captured and Broken Lifepath, page 209

Use the following corrected version instead of the one in the book.

Name	Time	Res	Stat	Leads
Captured and Broken	½ yr	3	—	Legion, Outcast

Skills: 3 pts: Begging, Cage-wise, Man-wise

Traits: 2 pts: Broken, Submissive

Howling Beast, page 209

This path grants 1 trait point.

Dark Friend, page 209

This path grants 2 trait points.

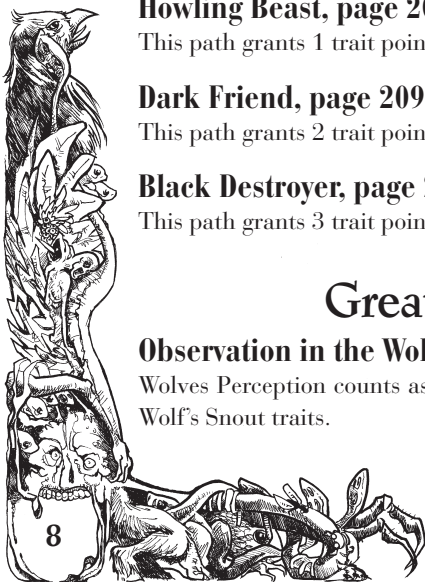
Black Destroyer, page 209

This path grants 3 trait points.

Great Wolf Traits

Observation in the Wolf Traits

Wolves Perception counts as Observation via their Woodland Ear and Wolf's Snout traits.



Crushing Jaws Weapon Length, page 211

The Great Wolf Crushing Jaws count as a short weapon.

Dominant trait, page 217

This trait also grants a 2D reputation as Dominant among Wolves and Great Wolves. It is possible that this trait counts as infamous in other packs outside the Dominant's.

Stained, page 218

This trait also grants a 1D infamous reputation as a Last Wolf in the wolf pack.

Mark of the Ancient, page 221

This trait also grants a 1D infamous reputation among all Great Wolves as a sorcerer and a follower of the Great Ancient.

Raven Friend, page 221

This trait also grants a 2D reputation as a friend among ravens.

Great Wolf Skills

Begging and Intimidation, page 222

These skills may be used as primary dueling skills among wolf characters for the Duel of Wits.

Great Wolf Howls and Spells

Primal Bark, page 234

Counts as a Presence Origin spell as per the rules on page 222 of the Burning Wheel. It costs two actions to cast.

Ancestral Jaws, page 235

Actions: x1

Grandfather's Song, page 235

Actions: x5

Ancient Grip, page 237

Actions: x2

Trackless Path, page 237

Actions: 4



Great Wolf Resources

Resources, page 238

The Wolf Friends are ok to use as costs for relationships. Territory counts as property. Territory can be purchased multiple times. Do not use the Pack costs. Use the standard rules for Relationships, Circles and Affiliations described on pages 24 to 28 of the Character Burner.

Wolf Contacts, page 240

Do not use the Wolf Contacts costs. Feel free to use them as suggestions for who and what to take, but use the standard rules for Relationships, Circles and Affiliations described on pages 24 to 28 of the Character Burner.

Wolf Movement Charts, page 244

While they are lovely to look at, the movement charts are obsolete and unnecessary to play Burning Wheel.

The Illustrated Bestiary

Most of the corrections that follow are to the weapons mechanics and IMS of the various creatures. This is pretty minor stuff. Everything else in the Bestiary seems to be working just fine. Any IMS data not described is to be treated as a bare fist: Add 2, VA –, Fast, Shortest.

Amoeroth, page 251

IMS: B2, B4, B6. Add 2, Slow, VA –, Long

Speed Multiplier: x3

Ancient Seneschal, page 253

IMS: B6, B11, B16. Add 2, Slow, VA 2, Longer

Speed Multiplier: x3.5

B'hemah, page 255

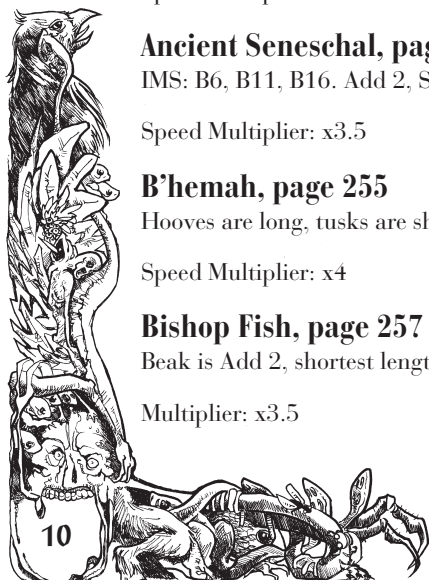
Hooves are long, tusks are short.

Speed Multiplier: x4

Bishop Fish, page 257

Beak is Add 2, shortest length. Tentacles are longer.

Multiplier: x3.5



Chiropteran, page 259

Bite is Add 2, VA –, Shortest length.

Multiplier: x10 flying, x1 crawling.

Dæmon, page 261

Claws: Short weapon length.

Multiplier: x3.5 walking, x10 flying

Dragon, page 263

Talons: Add 2, VA 2, Long. Jaws, Add 2, VA 2, Longer.

Multiplier: x10 flying, x3 crawling

Formian, page 265

Mandibles are a short weapon.

Multiplier: x3

Great Eagle, page 277

Talons: Add 2, VA 1, Shorter. Beak: Add 2, VA 2, Long.

Multiplier: x14 flying, x2 walking.

Hsigo Noble, page 273

Circles, B2. +1D for Noble trait, +1D for noble affiliation, +1D for erudite reputation.

Resources, B5.

The Epee is a Longer weapon.

Multiplier: x3.5 walking, x10 flying.

Koscista-Noga, page 275

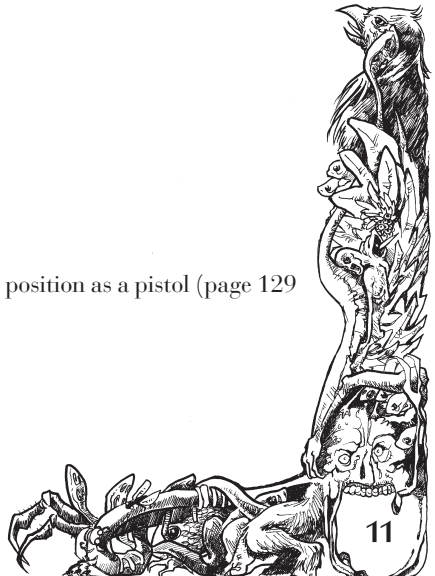
Claws: Add 2, VA –, Fast, Shorter.

Multiplier: x3.5 walking, x10 flying.

Martikhora, page 277

Claws: Add 2, VA 1, Short weapon. Spines position as a pistol (page 129 of the Burning Wheel).

Multiplier: x6



Odonata, page 281

Crushing Mandibles are a Shortest length weapon.

Aerial Acrobatics may be used for positioning tests.

Multiplier: x3 walking, x10 flying

Querub, page 285

Lion's Claw as a Long weapon.

Replace +2D to Get Inside with +1D to Close from Optimal to Inside Striking Distance or Too Close to Shoot.

Multiplier: x12

Raksha, page 287

Crushing Jaws are an Add 2, Short weapon.

Multiplier: x6

Red Cap, page 289

Claws are an Add 2, Shorter weapon. The Boot is an Add 2, Long weapon.

Multiplier: x3.5

Satyr, page 291

The headbutt is an Add 2, Slow, Shortest weapon.

Multiplier: x3.5

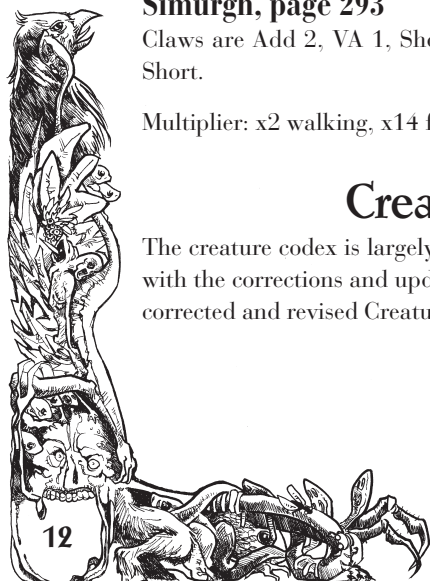
Simurgh, page 293

Claws are Add 2, VA 1, Shorter weapon. The jaws are Add 2, VA 1, Short.

Multiplier: x2 walking, x14 flying

Creature Codex

The creature codex is largely fine, especially if you familiarize yourself with the corrections and updates in this document. However, I'll post a corrected and revised Creature Codex at some point.



Monstrous Trait List

Most of the corrections to this list have already been addressed in the previous sections. However, for the sake of completeness, I'll include all of the corrections I can find in this list. Again, most of the corrections are merely updating the injurious traits to the current positioning mechanics.

Beaks, Terrible and Otherwise

Beaks without a muzzle or a long neck are shortest length. Beaks with a muzzle or long neck are short length.

Jaws, Crushing and Powerful

Jaws attached to a muzzle are short weapon length. Jaws without a wolf-like muzzle or dragon-like neck are shortest.

Dragon's Breath

Count Dragon's Breath as Natural Effect spell in Range and Cover. 3D to position.

Fangs and Teeth

Shortest weapon length.

Howl of Doom

This trait is for monsters only. It counts as a natural effect spell for purposes of positioning. 3D to position.

Mesmerizing Gaze

This is a presence origin, presence area of effect spell.

Crushing Mandibles

Shortest weapon length.

Grasping Mandibles

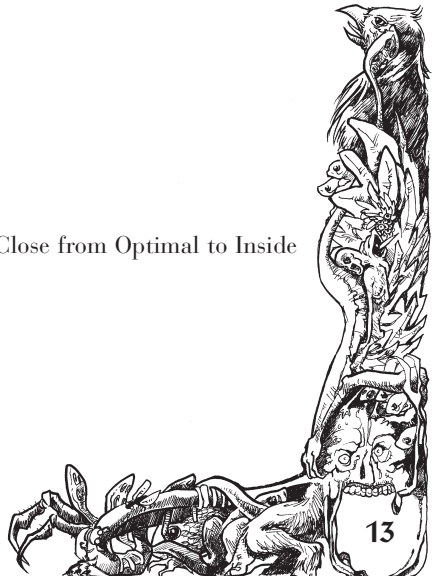
Short weapon length.

Querubic Mantle

Replace +2D to Get Inside with +1D to Close from Optimal to Inside Striking Distance or Too Close to Shoot.

Radula

Shortest weapon length.



Ridged Brow

This trait costs 3 pts and adds +1D to extant natural armor on the monster's head.

Shooting Spines

Shooting spines position as a Pistol in Fight! and Range and Cover.

Spine Cloud

Counts as the longest weapon in Fight! and as a throwing knife in Range and Cover with 2D optimal range dice.

Stature

Tiny stature reduces weapon length for positioning by two steps. Small stature reduces it by one step. Massive stature, as described on page 281 of the Character Burner, increases weapon length by one step. Gigantic stature increases weapon length by two steps.

Trunk

If used as a weapon in Fight!, the Trunk counts as a long weapon.

Tusks

Tusks count as a shorter weapon in Fight!

Tails

Club Tail counts as a Long weapon. Whip Tail counts as a Longer weapon.

